

WEEKEND WARRIOR TOURNAMENT SERIES



7 MAN SCREEN

UPDATED 4/4/2024.

7 vs 7 MEN'S SCREEN

SECTION 1 — THE GAME (BASIC RULES OF 7 MEN SCREEN):

ARTICLE 1 — COIN TOSS:

- A. A coin toss shall begin each game. The captain winning the toss shall choose one of the following options:
1. Offense
 2. Defense
 3. Designate which goal their team will defend.
- B. The loser of the coin toss shall make a choice of the remaining options.
- C. Before the start of the second half, the choice of options shall be reversed.

ARTICLE 2 — POSSESSIONS:

- A. NO KICKOFFS — Game will begin with offensive team starting at the 14-yard line, Zone-Line-to-Gain. Touchbacks go to the 20-yard line and Safeties will be placed at the 14-yard line.
- B. FIRST DOWNS are achieved by crossing a ZONE-LINE-TO-GAIN located at the 20- and 40-yard lines. A team shall have 4 downs to advance to the next Zone-Line-to-Gain.
- C. All players must start with their flag belts on. If a player starts without their flag belt properly secured with all flags attached, their team will be assessed a 10-yard penalty.
- D. INTERCEPTIONS - On interceptions, the team will take possession of the ball where the defender's flag was pulled. Penalties on interceptions will be assessed where the interception occurred.
- EXCEPTION: If the Referee judges that a player intentionally or flagrantly commits a penalty then the penalty will be at the point of the foul, no less than the point of interception.

ARTICLE 3 — SNAPS: Ball must be snapped between the legs or side snapped from the ground. Direct handoff snaps are **not** legal. The snap must be received at **least 2 yards** behind the Center.

ARTICLE 4 — PLAY CLOCK: 25 second clock - Each time the ball is spotted, a team has 25 seconds to snap the ball.

ARTICLE 5 — SCREEN BLOCKING:

- A. Screen blocking is legally obstructing an opponent without contacting them with any part of the screen blocker's body. The offensive screen block shall take place without contact. The screen blocker shall have their hands and arms at their side or behind their back. Any use of the arms, elbows, or legs to initiate contact during an offensive player's screen block is illegal. A blocker may use their hand or arm to break a fall or to retain their balance. A player must be on their feet before, during and after screen blocking.

B. Screen Blocking Fundamentals — A player who screens shall not:

1. When they are behind a stationary opponent, take a position closer than a normal step from them.
2. When they assume a position at the side or in front of a stationary opponent, contact them.
3. Take a position so close to a moving opponent that the opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take their stationary position. This position will vary and may be 1 or 2 normal steps or strides from the opponent.
4. After assuming their legal screening position, move to maintain it, unless they move in the same direction and path as their opponent. If the screener violates any of these provisions and contact results, they have committed a personal foul.

C. Blocking and Interlocked Interference — Teammates of a runner or passer may interfere with them by screen blocking but shall not use interlocked interference by grasping or encircling one another in any manner.

D. Use of Hands or Arms by the Defense — Defensive players must go around the offensive player's screen block. The arms and hands may not be used as a wedge to contact the opponent. The application of this rule depends entirely on the judgment of the Official. A blocker may use their arms or hands to break a fall or retain their balance.

PENALTY: Personal Foul (S38)

ARTICLE 6 — INTERCEPTION: Interceptions may be returned.

ARTICLE 7 — DIVISIONS OF PLAY: There shall be 3 divisions of play offered in the 7 PERSON SCREEN Program: A Division and B Division and C Division

ARTICLE 8 — AGE CALSSIFICATIONS: The age classification in the 7 PERSON SCREEN Program shall be: 18 & over, 35 & over.

ARTICLE 9 — ELIGIBLE PLAYERS: All players are eligible in 7 PERSON SCREEN.

ARTICLE 10 - ZERO TOLERANCE POLICY: The WWTS will provide an atmosphere where the players, friends and families can feel comfortable enjoying a day of football. Any players, teams or family members that jeopardize that environment may be asked to leave. The WWTS operates under a **ZERO TOLERANCE POLICY**.

SECTION 2 — THE FIELD (FIELD SIZE):

ARTICLE 1 — FIELD DIMENSIONS:

Abbreviated Field:

- A. Field Size — 80 yards in length; 40 yards in width
- B. End Zones - (2) 10-yard end zones.

ARTICLE 2 — OUT-OF-BOUNDS: Stepping on the boundary line is considered out-of-bounds.

ARTICLE 3 — TEAM AREA: Team areas are located between the 20-yard lines.

SECTION 3 — THE PLAYERS:

ARTICLE 1 - ROSTER SIZE:

A. Teams consist of a total of 25 players on the roster.

B. A player may only appear on 1 roster. NO EXCEPTIONS, even if the other team approves it. If a player is found playing on a team illegally, the team will forfeit the game in which the illegal player participated.

ARTICLE 2 — NUMBER OF PLAYERS ON FIELD: 7 players on the field at a time.

ARTICLE 3 — FORFEITS: To avoid a forfeit, you must have at least 5 players to begin the game. Game time is forfeit time.

ARTICLE 4 — PROTEST PROCEDURE: National Director and/or the Tournament Director is contacted DURING THE GAME with a \$50 fee for the protest. The Protest Fee is non-refundable if loss.

NO PROTESTS WILL BE ALLOWED/HONORED AFTER THE GAME IS OVER!

You may not protest a judgment call by an Official.

SECTION 4 — EQUIPMENT:

ARTICLE 1 — THE BALL: An Official Authorized Football by the WWTS must be used and it must be a regulation size ball.

ARTICLE 2 — THE FLAGS: All flags used in the 7 PERSON SCREEN Program shall be an Authorized Flag of the WWTS (Pop Flags). You must wear 3 pop flags.

ARTICLE 3 — SHOES: Cleats are allowed but they must be rubber. No metal spikes are allowed. Screw-in cleats are allowed if the screw is part of the cleat. Inspections will be made; Tennis shoes are permitted.

ARTICLE 4 - JERSEYS: All jerseys shall be tucked in pants or shorts.

ARTICLE 5 — MOUTHPIECE: Mouthpieces are highly suggested but optional.

ARTICLE 6 — OPTIONAL PROTECTIVE WEAR: Players may tape their forearms, hands, and fingers. Players may wear gloves, elbow pads and knee pads. Braces with exposed metal are not allowed and must be taped.

ARTICLE 7 — JEWELRY: Players must remove all watches, earrings, or any other jewelry that Officials deem hazardous. No Go-Pros allowed along with any other hard edge objects like ski goggles or hard masks of any kind for player safety reasons.

ARTICLE 8 — PANTS: Pants or shorts with belt loops or pockets are NOT allowed, Zippers on pockets **MUST BE UP** or **AUTOMATIC EJECTION IF DOWN**. Pants or shorts must be different colors than flags.

SECTION 5 — TIMING & OVERTIME:

ARTICLE 1 — GAME LENGTH:

- A. Regulation Time - 40-minute game length - (2) 20-minute halves with a running clock. In the 1st half, the clock **ONLY** stops only for timeouts.
- B. 2nd Half Does have a **Two Minute Warning** — When there are 2 minutes left in the 2nd half, the game clock shall stop for incomplete passes, out-of-bounds, time outs and scores (clock starts on snap), and change of possessions, penalties and first downs (clock starts on the ready for play whistle).

ARTICLE 2 — HALFTIME: Halftime is 2 Minutes long.

ARTICLE 3 — HUDDLE CLOCK: 25 seconds long. Each time the ball is spotted, a team has 25 seconds to snap the ball. Teams will receive 1 warning before a delay of game penalty is enforced.

ARTICLE 4 — TIME OUTS:

- A. Each team has (2) 30 second timeouts per half.
- B. Each team has (1) 30 second timeout per overtime period.
- C. Officials can stop the clock at their discretion.
- D. In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.
- E. The game or the half will end if an offensive penalty is called as time expired.

ARTICLE 5 — OVERTIME:

- A. Each team will get one play from the extra point line and the choice of 1,2 or 3pt is made by the team on offense.
- B. Coin Flip — 2 choices — Offense, Defense. Referee determines which side of the field to play.
- C. If the score is tied at end of 1st O.T., repeat 2nd O.T., reversing choices, etc. After the 2nd OT and the score is still tied, the longest play scenario will be used to determine the winner.
- D. 1 time out per team, per overtime period.
- E. Interceptions on returned Overtime Extra Points are 2 points.
- F. Penalties are administered as in regular games.

SECTION 6 — SCORING:

ARTICLE 1 -SCORING VALUES:

- A. Touchdown = 6 points
- B. Field Goals = NOT ALLOWED
- C. Extra point = 1 point (5-yard line — run, pass)
2 points (10-yard line — run or pass)
3 point (20-yard line ---run or pass)

NOTE: A team that scores a touchdown must declare whether it wishes to attempt a 1, 2 or 3-point conversion. Any change, once a decision is made to try for the extra point, requires a charged time out.

Decisions cannot be changed after a penalty.

- D. Interceptions on returned extra points are 2 points.
- E. Extra point attempts - If the attempting team throws an interception and commits an infraction after the interception, the opposing team takes offensive possession of the ball. They will get an additional 5 yards from the line of scrimmage. If a flagrant foul or intentional foul occurs on the extra point play, the penalty will still be assessed from the line of scrimmage.
- F. Safety = 2 points
- G. Forfeited game = 28 points (game time is forfeit time)
- H. Overtime = 1, 2 or 3 points, depending on choice

ARTICLE 2 — MERCY RULE:

- A. Two Minute Warning - If a team is ahead by 19 points or more when the Referee announces the Two Minute Warning for the second half, the game shall be over. No Mercy in pool play.
- B. After the Two Minute Warning — If a team scores during the last two minutes of the second half and the score creates a point differential of 19 or more, the game shall end at that point. No Mercy in pool play.

SECTION 7 — LIVE BALL & DEAD BALL:

ARTICLE 1 — LIVE BALL:

- A. The ball is live at the snap and remains live until the Official whistles the ball dead.
- B. One Foot Inbounds for Legal Catch - A player who gains possession in the air is considered inbounds as long as one foot comes down in the field-of-play.

C. Imitating Offensive Signals — The defense may not imitate the offensive team’s signals by trying to confuse the offensive players while the Quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.

D. **ARTICLE 2 — DEAD BALL:**

A. The ball is ruled dead when:

1. A snap to a Quarterback hits the ground.
2. A fumble hits the ground (no fumble recoveries allowed).
3. A ball carrier’s body touches the ground. They may use the hand without ball to maintain balance, if it does not interfere with the defender (Flag-guarding)
4. A ball carrier steps out-of-bounds.
5. A ball carrier’s flags are legally removed.
NOTE: If a ball carrier's flags fall off inadvertently after the snap, play shall revert to a 1 hand touch between the shoulders and knees.
6. A touchdown, point after touchdown or safety is scored.
7. Any Official can whistle the play dead.
8. Substitutions may be made on any dead ball.

B. The Official will indicate the neutral zone and line of scrimmage. It is an automatic dead ball foul if any player on offense or defense enters the neutral zone. Regarding the neutral zone, the Official may give both teams a “courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage.

******There are NO FUMBLES******

- a. **If a ball is pitched backwards and hits the ground, the ball is dead at spot ball hits ground.**
- b. **If a ball is pitched backwards and is muffed by an offensive player and hits the ground, the ball is dead at the spot the ball hits the ground. If the muffed ball goes forward and hits the ground, the ball is dead, and the ball will be returned to the spot of the muff.**
- c. **If a ball is pitched backwards and the ball is tipped by the defense forward or backwards and hits the ground, the ball is dead and will be placed at the spot where the ball was tipped.**

ARTICLE 3 — INADVERTENT WHISTLE: In the case of an inadvertent whistle, the offense has three options:

- A. The ball is in player possession — the team in possession may elect to put the ball in play where its declared dead or replay the down.

B. The ball is loose from a fumble, backward pass or illegal forward pass — the team in possession may elect to put the ball in play where possession was lost or replay the down.

C. C. During a legal forward pass the ball is returned to the previous spot and the down is replayed.

NOTE: If a foul occurs during an inadvertent whistle, an accepted penalty shall be administered as in any other play situation. When the foul is accepted, disregard the inadvertent whistle.

If a referee blows an inadvertent whistle on a scoring play the team the team WILL NOT be awarded the score. The ball will be placed at the spot of the blown whistle and awarded the appropriate down and yardage to first down. For example, if its 1st and 20 and whistle is blown 5 yards after from line of scrimmage the team will have 2nd and 15 from the yard marker. If the play is 2nd and 15 and a whistle is blown after a 16 yard play the team will be awarded 1st and 19 from the yard marker and so on.

SECTION 8 — RUNNING:

RUNNING PLAYS:

A. The ball will be spotted wherever the ball was at the time of a flag pull.

B. The Quarterback MAY run with the ball at any time.

C. The offense may use multiple handoffs.

1. “Center Sneak” play — The ball must completely leave the center’s hands on the snap, and he must step backwards off the line of scrimmage to receive a direct handoff from the Quarterback before advancing the ball.

D. Laterals and pitches ARE allowed anywhere on the field.

E. All defensive players are eligible to rush at the snap.

F. Runners may not leave their feet to advance the ball. Diving to avoid a flag pull is considered flag guarding.

G. Spinning is allowed. Jumping is allowed, as long as the runner does not contact a defender. Lateral moves to the left or right are permitted.

H. Runners may leave their feet if there is a clear indication that he has done so to avoid collision with another player without a flag guarding penalty enforced. Runners that Leave their feet, and/or Dip, are SUSCEPTIBLE to contact, if the contact is within the flag area and if it is NOT Malicious in intent. An airborne player coming into contact with a defensive player may be assessed a charging penalty.

I. NO CONTACT - SCREEN BLOCKING ONLY IS ALLOWED.

Downfield Blocking - Screen blocking for the ball carrier is allowed downfield but must be a set block.

J. Flag Obstruction — All jerseys MUST be tucked in before play begins. The flags must be on the player’s hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.

SECTION 9 — PASSING:

PASSING PLAYS:

- A. Backward passes and laterals ARE allowed.
- B. Only 1 forward pass per down.
- C. If a passer crosses the line of scrimmage and comes back behind the line of scrimmage and throws a pass, it is an illegal forward pass.
- D. Interceptions change the possession of the ball at the point of interception. Interceptions may be returned.
- E. If a penalty occurs on an interception return by the return team, the penalty will be assessed from the spot of the foul.
- F. If a penalty occurs on an interception return by the defensive team, the penalty will be assessed from the end of the run.

SECTION 10 — RECEIVING:

RECEIVING PLAYS:

- A. All players are eligible to receive passes.
- B. No contact allowed on the Center or Receivers on offense.
- C. Only 1 player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted towards the line of scrimmage.
- D. A player must have at least 1 foot inbound to make a legal reception.
- E. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense. A catch is considered when a player has control of the ball in their hand or hands. Defense may NOT knock the ball out of the players hands.
- F. Interceptions change the possession of the ball at the point of interception.
- G. Interceptions are returnable on extra point plays and the points awarded will be the same as the extra point attempt.
- H. Two or more players may consecutively touch the ball that is Legally Passed, Pitched, Lateraled or Handed-Off.

YOU CAN NOT DIRECT A PASS FORWARD, DOWNFIELD TO ANOTHER PLAYER

SECTION 11 — KICKING (The Kicking Game):

ARTICLE 1 — KICKOFF (FREE KICK):

- A. No kickoffs Place ball on 14-yard line after a touchdown.
- B. SAFETY Place ball on 14-yard line.

ARTICLE 2 — PUNT (SCRIMMAGE KICK):

- A. Protected Punt — The Referee asks Team Captain if they want to punt.

- B. Teams may ask for a punt on any down.
- C. To change the decision of a punt, a team must call timeout.
- D. If a protected scrimmage kick has been announced and the kicking team purposely runs an offensive play, other than the punt, the penalty shall be a dead ball foul Unsportsmanlike Conduct penalty, 10 yards and loss of down.
- E. At least 4 players on the Line of Scrimmage (on both offense and defense) at the time of a punt.
- F. Defense may raise their arms or jump to try to block the punt but cannot cross the Line of Scrimmage.
- G. If punter drops the snap, the ball is dead at the spot.
- H. Punter must be at least 2 yards behind the center when receiving the snap.
- I. After the punter receives the snap, he can move to either side of the center to gain clear access to the punt. There does not have to be continuous motion.
- J. Non-Protected Punt — Is NOT allowed.
- K. If the punting team or the punt return team touches a punt and it hits the ground, the ball is dead at the spot.
- L. Muffs and fumbled punts are dead at the spot.
- M. Punt in the End Zone — Place the ball on the 20-yard line if not returned.
- N. Punt Out-of-Bounds — Play ball on spot.
- O. Punts that hit the ground may be advanced by the punt return team or downed by the punting team.
- P. No fair catch allowed.
- Q. If the clock has been stopped for some reason and there is a request for a protected Punt, the clock will start at a snap.
- R. Fair Catch — No Fair Catch allowed.
- S. Fair Catch Interference — No member of the punting team may interfere with the punt returner after making a Fair Catch signal — Fair Catch Interference, 10 yards.
- T. Touchback — If a punt returner catches a punt in the End Zone, it is RETURNABLE... IF the receiver catches the punt and takes a knee a Touchback is called and the ball is brought out to the 20-yard line, first down, Zone-Line-to-Gain. If a punt goes through the End Zone, the ball is brought out to the 20-yard line — first down, Zone-Line-to-Gain.

ARTICLE 3 — EXTRA POINTS (TRY-FOR-POINT):

- A. 1-Point 5-yard line run or pass.
2-Points 10-yard line run or pass.
3-Points 20-yard line run or pass.
- B. Change Extra Point choice - You may only change your Extra Point choice by calling a timeout.
- C. Next Play — After an Extra Point, the next play shall be FROM 14 YARD LINE.

- D. Penalty during an Extra Point Attempt — If a penalty occurs during an Extra Point attempt, assess the penalty but the Extra Point value remains the same.
- E. The Center/Receivers — No contact allowed on the Center or Receivers.
- F. Minimum Number of Players on the Line of Scrimmage — 4 players

ARTICLE 5 — THE ONSIDE KICK. After scoring, a team can ask for an onside kick. The scoring team must take the ball at the 15-yard line and must in one play cross over the 40-yard line (25-yards). If accomplished the team continues with the ball. If unsuccessful the defense gets the ball where the play ends. If the offense throws an interception and during return the intercepting team laterals and that is intercepted and then a flag pulls the team will maintain the ball 1st down at flag pull. The interception is a change of possession and therefore reverts to normal WWTS rules. A team is only allowed to do this one time a half. If a team has chosen to put a team on the 20 (time preservation rule) they can still attempt the onside kick. If the team does accomplish the attempt, it keeps the ball. If they do not make the attempt the ball goes back to the best spot for the defending team. EXAMPLE: if a team attempts a pass and it is incomplete the ball comes back to the 15 not the 20-yard line. If they attempt a pass and get to the 35 but do not get line to get the ball comes back to the 20-yard line. Remember these examples are only for the 20-yard line rule. Normal takeover applies in other cases. This onside play is an untimed down and the offense has 45 seconds to declare and get play off from time of their extra point attempt completion.

G. SECTION 12 — RUSHING THE PASSER: RUSHING PLAYS:

- A. Restraining Line (Rush) - Defensive players who rush the passer may line up on the restraining line, located 1 yard off the line of scrimmage, when the ball is snapped. Any number of players can rush the Quarterback at the snap.
- B. A Referee will set the line of scrimmage.
- C. Players rushing the Quarterback may attempt to block a pass, however, **NO** contact can be made with the Quarterback in any way. Blocking the pass or attempting to block the pass and then contacting the passer will result in a roughing the passer penalty. Players must go for the Quarterback's flag.
- D. A sack occurs if the Quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the ball is when the flag is pulled. A safety is awarded if the sack takes place in the offensive team's end zone.

SECTION 13 — FLAG PULLING:

DE-FLAGGING: De-flagging is the legal removal of a flag from an opponent in possession of the ball. Pushing, striking, holding, slapping, or tripping when attempting to pull a flag is not permitted. Defensive players may leave their feet to pull a flag. Offensive players are not permitted to protect or guard their flags.

- A. A legal flag pull takes place when the ball carrier is in full possession of the ball.
- B. Defenders can dive to pull flags but cannot tackle, hold, or run through the ball carrier when pulling flags.

- C. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.
- D. If a player's flag inadvertently falls off during the play, the de-flagging reverts to a 1 hand touch of the runner between the shoulder and the knees.
- E. If a flag is removed illegally, play should continue with the option of the penalty or the play.
- F. A defensive player may not intentionally pull the flags off a player who is not in possession of the ball.
- G. Tampering with the flag in any way to gain an advantage including, tying the flag, cutting the flag, using foreign materials or other such acts are illegal. Penalty is 15 yards and player expelled from the game.
- H. Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm, or shoulder, or intentionally covering the flags with the football jersey.

SECTION 14 — FORMATIONS:

ARTICLE 1 — MINIMUM PLAYERS ON THE LINE: Offense must have a minimum of 4 players on the line of scrimmage and up to 7 players on the line of scrimmage. The Quarterback must be off the line of scrimmage.

ARTICLE 2 — MOTION:

Offensive players must come to a complete stop for 1 second before the ball is snapped unless he is the only player in motion.

1. 1 player at a time may go in motion 1 yard behind and parallel to the line of scrimmage.
 2. No motion is allowed towards the line of scrimmage.
- A. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
 - B. The center must snap the ball with a rapid and continuous motion to a player in the backfield (not on the line of scrimmage) and the ball must completely leave his hands.

SECTION 15 — UNSPORTSMANLIKE CONDUCT:

- A. If the Referee witnesses any acts of intentional tackling, elbowing, cheap shots or any unsportsmanlike act, the game will be stopped, and the player will be ejected from the game. The decision is made at the Referee's discretion. No appeals will be considered.

FOUL PLAY WILL NOT BE TOLERATED!

- B. Offensive or confrontational language is illegal. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the

Referee will give one warning. If it continues, the player or players will be ejected from the game.

- C. Players may not physically or verbally abuse any opponent, coach or Official.
- D. Ball carriers MUST try to avoid defenders with an established position.
- E. Defenders are not allowed to run through the ball carrier when pulling flags.
- F. Fans must also adhere to good sportsmanship as well.
 - 1. Yell to cheer on your players, not to harass Officials or other teams.
 - 2. Keep comments clean and profanity free.
 - 3. Compliment ALL players, not just one player or team.
- G. Fans are required to keep the field safe and kid friendly.
 - 1. Keep younger kids and equipment such as coolers, chairs, and tents to a minimum of 10 yards off the field.
- H. Teams/Players leaving the bench area during a fight:
 - 1. If either team leaves the bench during a fight, the game will immediately be forfeited.
 - 2. Any player that comes off the sideline during a fight will be EJECTED AND DISQUALIFIED FROM GAME OR TOURNAMENT.
 - 3. FIGHTING IN THE WWTS WILL NOT BE TOLERATED. ZERO TOLERANCE POLICY. WWTS DIRECTORS AND NATIONAL STAFF WILL DETERMINE PUNISHMENT IN THE EVENT OF A FIGHT.

SECTION 16 — PENALTIES:

ARTICLE 1 — GENERAL:

- A. The Referee will call all penalties.
- B. All penalties will be assessed from the line of scrimmage except as noted (spot fouls).
- C. Only the team captain or head coach may ask the Referee questions about rule clarification and interpretations. Players may not question judgment calls.
- D. Games may not end on a defensive penalty unless the offense declines it. The half of the game will end on an offensive penalty.
- E. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before a play is considered complete.
- F. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.
- G. Flagrant contact fouls will not be tolerated. The offending player(s) will be ejected from that game, sit out the next game and pay a \$50 re-instatement fee.

ARTICLE 2 — SPOT FOULS:

Defensive Pass Interference is a Spot Foul Automatic First Down

Defensive Holding +10 yards & Tack on foul

Defensive Stripping +10 yards

Defense Unnecessary Roughness is +10 yards & Automatic First Down

Defense Charging is -10 yards & Automatic First Down

Flag Guarding is -10 yards & Loss of Down

Offensive Unnecessary Roughness is -10 yards & Loss of Down

ARTICLE 3 — DEFENSIVE PENALTIES:

Offsides +5 yards from Line of Scrimmage

Illegal Flag Pull (before receiver has the ball) +5 yards from Line of Scrimmage

Roughing the Passer +10 yards from Line of Scrimmage & Automatic First Down

Unsportsmanlike Conduct/Taunting +10 yards from Line of Scrimmage & Automatic First Down

Defensive Pass Interference Spot Foul, Automatic First Down

Holding Spot Foul, +10 yards & Tack on

Stripping Spot Foul, +10 yards

Defensive Unnecessary Roughing Spot Foul, +10 yards & Automatic First Down

ARTICLE 4 — OFFENSIVE PENALTIES:

Offside/False Start -5 yards from Line of Scrimmage

Illegal Forward Pass (Spot Foul) -5 yards Loss of Down

Offensive Pass Interference -10 yards from Line of Scrimmage & Loss of Down

Illegal Shift/ Motion (More than one person moving) -5 yards from Line of Scrimmage

Delay of Game is -5 yards from Line of Scrimmage

Charging SPOT FOUL, -10 yards & Loss of Down

Flag Guarding SPOT FOUL, -10 yards & Loss of Down

Offensive Unnecessary Roughness SPOT FOUL, -10 yards & Loss of Down

THERE IS NO LAST MAN PENALTY IN WEEKEND WARRIOR TOURNAMENT SERIES. In the event of an Unfair tactic by opposing team causing an ejection, the Referee has the discretion to award the points.

SECTION 17 — PLAYING RULES CAN BE MODIFIED: Any rule found here shall be modified to suit the needs of the Local 7 PERSON SCREEN Program. WWTS recommends using the Official Rule Book as closely as possible for the following reasons:

- A. For a better understanding of all the rules of 7 PERSON SCREEN flag football.
- B. For uniformity in playing rules so that different areas of the United States can compete against one another in a safe and fair manner.